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RetroZone

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Homebrew World Championships

Nintendo Age Edition

2012

FEATURING GAMES FROM:
Chunkout Games, Right Nut Games,
Sly Dog Studios, and KHAN Games

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HOMEBREW WORLD CHAMPIONSHIPS

2012 EDITION

GOAL: Achieve the highest score within a set time and brag to your friends.

HOW TO PLAY: Homebrew World Championships 2012 consists of 5 games. Each game has a different goal that must be achieved in order to move on to the next game. The game ends when your time runs out.

SETTING THE IN GAME TIMER: In order to set the timer you must power off your Nintendo and remove the Homebrew World Championships 2012 game cart. The 4 dip switches located on the outside of the cart determine the length of each game. See chart below for dip switch settings. Default competition time is 6:15.

5:00	5:19	5:38	5:56	**6:15**	6:34	6:53	7:11	7:30	7:49	8:08	8:27	8:45	9:04	9:23	9:42
L	R	L	R	**L**	R	L	R	L	R	L	R	L	R	L	R
L	L	R	R	**L**	L	R	R	L	L	R	R	L	L	R	R
L	L	L	L	**R**	R	R	R	L	L	L	L	R	R	R	R
L	L	L	L	**L**	L	L	L	R	R	R	R	R	R	R	R

CONTROLS: Press start to begin game. (See the following pages for individual game controls)

PROTIP: To start a new game you must power off the system first.

SEAGULL'S REVENGE

SCORE MULTIPLIER AT END OF GAME X100

DESCRIPTION:
Poop, poop and poop.

To advance to the next game you must blow up all the NA members by dropping bird bombs without missing. Miss just once and everyone will come back to taunt you.

CONTROLS:
A Button: Drops a bird bomb
No other buttons are used

SCORING:
You start the game with 1000 points and points are deducted as follows:

Drop a bomb: ..... *-1 point*
Miss your target: ..... *-50 points*

SLAPPIN' BITCHES

SCORE MULTIPLIER AT END OF GAME X2000

DESCRIPTION:
Defend your tower till the death.

To advance to the next game you must get 50 kills or have your tower destroyed

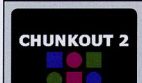
CONTROLS:
D-pad: Aim the Turret
Start: Pause (NOTE: Pausing the game does NOT pause the timer)
A Button: Fire Bomb
B Button: Fire Turret

SCORING:
Final score is your end wall integrity.

PROTIP:
Earn double bonus points for not taking any damage!

CHUNKOUT 2

SCORE MULTIPLIER AT END OF GAME X1



DESCRIPTION:
An addictive puzzle game where you remove chunks of the same color and shape tiles to clear the board.

To advance to the next game you must remove all chunks of 2 or more or clear the board.

CONTROLS:
D-pad: Move cursor
A Button: Break chunk (must be 2 or more of the same color/shape)

SCORING:
Scoring is exponential, so remember that adding 1 more tile to an area of 16 tiles is worth roughly the same as deleting one 6 tile area

PROTIP:
Deleting chunks of 10 or more is worth extra bonus points!

NES VIRUS CLEANER

SCORE MULTIPLIER AT END OF GAME X10

DESCRIPTION:
A handy virus removal tool for your Nintendo Entertainment System.

To advance to the next game you must remove all the viruses.

CONTROLS:
D-pad: Control Clik
Start: Pause (NOTE: Pausing the game does NOT pause the timer)
A Button: Set teleport / Use teleport (-1000 points when used)
B Button: Clear set teleport

SCORING:

Get Virus:	*+1000*
Death:	*-100*
Use teleport:	*-1000*

ULTIMATE FROGGER CHAMPION

SCORE MULTIPLIER AT END OF GAME X100

DESCRIPTION:

Navigate your frog across the road, avoiding all oncoming traffic, then traverse the river while not allowing your frog to go off-screen. Occupy all 5 homes to advance to the next level.

This is the final game, score as high as you can by getting as many frogs home safely before your time runs out.

CONTROLS:

D-pad: Control your frog
No other buttons are used

SCORING:

Move forward 1 space: . . . . . *+10*
Get a frog home: . . . . . *+100*
Get a frog home with pink lady frog on back: . . . . . *+250*
Get a frog home with fly in that zone: . . . . . *+250*

CREDITS

HOMEBREW WORLD CHAMPIONSHIPS CREDITS:

Paul - Original Concept/ Producer
Bunnyboy - Programming
Zzap - Programming
KHAN Games - Programming, Label and Case Design
Mario's Right Nut - Programming
Roth - Programming
Natendo - Manual Design
Mog - Tester Supreme / Manual Editor
UncleTusk - Poster Art
Dain - Moral Support/ NintendoAge

SEAGULL'S REVENGE CREDITS:

James Todd, David Fiordella, Kevin Hanley

SLAPPIN' BITCHES CREDITS:

Main Game Theme - Thomas Ragonnet
Base Sound Engine/Other Help - Thomas Hjelm
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Support/Testing - Nathan Graybeal
Support/Testing - Paul Sergeant
Support/Testing - Brad Bateman
Programming/Music/Graphics/Testing - Michael Swanson
NintendoAGE.com - Dain Anderson

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HIGH SCORES

DATE

HIGH SCORES

DATE